IN THE CLAIMS

Claims 1-29 (Cancel).

30. (New) A method of controlling a node having a low power state in a wireless network comprising:

waking a node in the low power state at a timed interval to receive a broadcast packet;

receiving at the node at least one broadcast packet transmitted periodically; and

synchronizing the node to a broadcast packet to allow the node to receive a message intended for the node.

31. (New) A method as recited in claim 30 wherein the node receives the message immediately following the broadcast packet.

32. (New) A method as recited in claim 30 wherein a received broadcast packet includes one or more values to allow a node to determine a time that a subsequent broadcast packet is expected to be received.

33. (New) A method as recited in claim 30 including determining at the node from information received in a broadcast packet when to expect a subsequent broadcast packet.

34. (New) A method of controlling a node having a low power state in a wireless network comprising:

waking a node in the low power state at a time when a broadcast polling message is expected to be received;

receiving at the waken node a broadcast polling message; and

synchronizing the node to a received broadcast polling message to allow the node to receive a subsequent message.

35. (New) A method as recited in claim 34 including determining at the node, from information received in a broadcast polling message, a time to expect receipt of a subsequent message.

36. (New) A method as recited in claim 34 wherein a received broadcast packet includes one or more values to allow a node to determine a time that a subsequent broadcast polling message is expected to be received.

37. (New) A method of controlling anode having a low power state comprising:

calculating at a node a time at which a broadcast message is expected to be received;

waking a node in the low power state at a time at which a broadcast message is expected to be received;

synchronizing the node to a received broadcast message to allow the node to receive a subsequent message stored in the network for the node.

38. (New) A method of controlling a node in a wireless network to communicate with another node having a low power state comprising:

storing at a node a message intended for another node while the other node is in a low power state;

broadcasting from a node at least one polling packet in a polling packet time slot; and

transmitting the stored message to the other node following the broadcast polling packet.

39. (New) A method as recited in claim 38 wherein the stored message is transmitted immediately following a polling packet.

40. (New) A method of controlling a node in a wireless network to communicate with another node having a low power state comprising:

broadcasting from a node at periodic intervals at least one message to which another node can synchronize to when the other node wakens in a low power state;

receiving a response from the other node indicating that the other node has synchronized to the broadcast message; and

subsequently transmitting to the other node a message that was stored while the other node was in the low power state.

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41. (New) A method as recited in claim 40 wherein the broadcast message includes values to allow the other node to calculate when a subsequent message is expected to be broadcast.

42. (New) A component for communicating in a wireless network comprising:

a node having a network interface for receiving and transmitting messages and a software control for waking the node in a low power state at a timed interval to allow the node to receive a broadcast message, the node synchronizing to a received broadcast message to allow the node to receive a subsequent message.

43. (New) A component for communicating in a wireless network comprising:

a first node for broadcasting at periodic intervals one message to which a second node can synchronize to when the second node wakes in a low power state; and

the second node waking in a low power state at a timed interval to receive a broadcast message, the second node synchronizing to the broadcast message to allow the second node to receive a message following the broadcast message.